

# SHREK 2

THE ADVENTURE CONTINUES.

THE GAME

AVAILABLE NOW!



## LEMONY SNICKET'S —A SERIES OF— UNFORTUNATE EVENTS

AVAILABLE FOR YOUR  
NINTENDO GAMECUBE™  
HOLIDAY 2004.



EmuMovies

ACTIVISION  
activision.com

DREAMWORKS  
PICTURES



AMAZE

GAME SQUARE  
(714) 843-9922



201841

PRODUCTS RANGE FROM  
RATING PENDING TO EVERYONE

RP-E  
CONTENT RATED BY  
ESRB

DreamWorks' Shrek Game TM & © 2004 DreamWorks LLC. Shrek is a registered trademark of DreamWorks LLC. Shrek 2, Shrek, and Design and Shrek "S" TM & © 2004 DreamWorks LLC. Published by Activision Publishing, Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. Shrek 2 developed by Luxoflux. The Nintendo GameCube logo is a registered trademark of the Nintendo GameCube logo are the properties of their respective owners.

PRINTED IN U.S.A.

# SHARK TALE



ACTIVISION  
INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
  - Take a 10 to 15 minute break every hour, even if you don't think you need it.
  - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

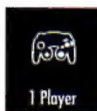
To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



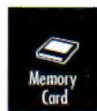


The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS  
GAME PLAY WITH ONE  
PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



**THIS GAME IS COMPATIBLE  
WITH PROGRESSIVE SCAN  
MODE TVs.**

#### IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

## Table of Contents

Welcome to Reef City	2
Menu Options	3
Chapters	5
Game Type Controls	7
Locations	11
Clams	13
Fame Chart	13
Characters	14
Anemones	16
Credits	18
Customer Support	25
Software License Agreement	29





## Welcome to Reef City

It all begins as a typical day for Oscar, a smooth talkin' little fish working his way up the food chain, searching for an easy path to fame and fortune. Oscar finds himself in a jam more often than not. He isn't a

troublemaker, but finds himself in hot water. Working at the Whale Wash just doesn't pay the bills, and Oscar owes his boss, Sykes, a lot of clams.

This is where you come in... You'll have to help Oscar hustle to stay one step ahead of the sharks and become the hip hero of Reef City. Your skills will help Oscar pay the bills in his fight to avoid danger and rise to fame. It won't be an easy time! You'll need to use your wits as you visit the underbelly of Reef City, hunt for information, stop the bad guys and win the admiration of the public in your quest for fame. Good thing Oscar has all the right moves... Whether he's at the edge of the reef battling sharks or showing off his fresh grooves downtown in Reef City, Oscar does it with all the style and panache of a superstar.

Playing as Oscar, you'll adventure, race, dance and fight your way to Fame and Fortune. In DreamWorks® *Shark Tale*, if you can avoid becoming shark bait, you can become the most famous fish in Reef City.



## Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select **YES** to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

## Menu Options

### Menu Controls

**+ Control Pad** – Navigate Menu

**A** Button – Tap button to accept.

**Y** Button – Tap button to go back to previous menu or cancel.

### Main Menu

**New** – Starts a new game.

**Load** – Loads a previously saved game.

**Options** – Adjust audio, video and controls.



**Extras** – Extras include character bios, stills and special hidden content. You can unlock new extras by getting a high fame score and collecting as many pearls as you can find in the game.



## Saving the Game

Saving occurs automatically at the end of each level sequence. The saved game includes clams earned, fame earned and objectives completed.



### Note on Autosaving

*Shark Tale* uses an autosave feature. When you see this icon, please do not touch the Nintendo GameCube Memory Card in Slot A or the Power button.

## Pause Menu

**Continue** – Resumes the game from where you left off.

**Restart** – Restarts the game from the beginning of the current chapter.

**Quit** – Stops gameplay and returns to the main menu.

**Options** – Adjust audio, video and controls.

**Chapters** – Select the current chapter or play one of the previously completed chapters.

**Mission** – Displays chapter mission objectives.

**Fame Chart** – Displays current fame ranking and shows fame hierarchy.

## Chapters




*Shark Tale* is broken into 25 chapters. Each chapter features one of the following types of gameplay: adventure, race, fight or dance.

### Game Types

#### Adventure

See Reef City for yourself. Swim through the city streets, work your way through the Whale Wash or sneak around in the shipwreck. Follow the mission objectives to earn fame and bonuses.



While exploring, collect clams and watch out for predators. If you've taken damage and need to increase your health, use the action button (**A** Button) to knock on a neighborhood door and waltz in for a treat. You can enter a door if it has a yellow  displayed in front of it. You can also swim down side streets and alleys by using the action button (**A** Button) on street signs that have a yellow . When stealth is an option, make sure to hide behind objects. You can hide behind objects when a yellow  is displayed in front of the object.

#### Race

The hustling and bustling reef can be a traffic jam! Oscar can't wait around, being an up-and-coming superstar. Grab a taxi fish or shark fin and race through the streets and trenches of Reef City.



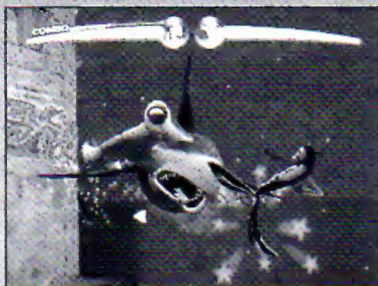


To keep the lead or catch up, use shortcuts. When you see an indicator pointing to a shortcut, quickly dodge (**R** Button or **L** Button) to make the turn. Also, look out for boost currents. They'll propel you through the water like never before. Don't forget, the faster you are, the more famous you'll become.

### Fight

Defeat huge sharks and their cronies in your quest for fame and fortune! Fame comes at a price, and the cost is protecting yourself and the reef from those nasty sharks! Sometimes it's better

to flee and fight another day, and Oscar can only fight when he has enough fame to ensure victory. Before Oscar hits the big time (and even after he's a star), make sure to follow the hints displayed on the sides of the screen to avoid being eaten when being chased. While fighting against huge enemies, use the Control Stick to dodge and the **Y**, **X** or **B** Button to attack your opponent. Oscar can also taunt an opponent during a fight by pressing and holding the **A** Button. A successful taunt will help Oscar recover some much needed energy.



### Dance

Oscar's got the grooves, but do you have the moves? Command Oscar to dance to the funkiest tunes in Reef City. Stay on the beat and don't miss a step to dance your way to



fame. Press **↑**, **↓**, **←**, **→** on the + Control Pad or the **Y**, **A**, **X** or **B** Buttons in the direction of the arrow displayed on the screen. Timing and rhythm are important, so make sure to press when the arrows are in the center of the target at the bottom center of your screen. The better your moves, the more fame Oscar acquires! If you see an arrow that has 2 directions (**↔**), press the corresponding arrow on the + Control Pad and the **Y**, **A**, **X** or **B** Button at the same time.

## Game Type Controls

### Adventure Controls

<b>Control Stick</b>	Direct Oscar where to swim
<b>A</b> Button	Open doors, interact with street signs and hide behind objects
<b>B</b> Button (tap)	Dash. Tapping the Dash button allows Oscar to swim faster in short bursts.
Press + hold the <b>B</b> Button + Release	Dash attack. Allows Oscar to break through objects and defeat enemies.
<b>X</b> Button	Map of Oscar's current location
<b>START/PAUSE</b>	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!
<b>Control Stick</b>	Look around while hidden (sneak missions only)





## Race Controls

<b>Control Stick</b>	Move Oscar left, right, up or down
<b>A Button</b>	Accelerate
<b>B Button</b>	Accelerate
<b>Y Button</b>	Brake
<b>X Button</b>	Brake
<b>R Button</b>	Dodge right
<b>L Button</b>	Dodge left
Brake + turn left, then accelerate	Power slide boost left turn
Brake + turn right, then accelerate	Power slide boost right turn
<b>START/PAUSE</b>	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!



## Fight Controls

<b>Control Stick Left</b> or ← on the + <b>Control Pad</b>	Dodge left
<b>Control Stick Right</b> or → on the + <b>Control Pad</b>	Dodge right
<b>B Button</b>	Fin slap left
<b>Y Button</b>	Upper fin strike
<b>X Button</b>	Fin slap right
<b>A Button</b>	Taunt. Hold the button down until Oscar completes the taunt motion to regain health.*
Power Combination	Press <b>Y + B</b> or <b>Y + X</b> or <b>B + X</b> Buttons when the combo meter is full
<b>Control Stick Up</b> + <b>B, Y, A Buttons</b>	Power fin slap
<b>START/PAUSE</b>	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!
<b>Control Stick (chase only)</b> Up, Down, Left, Right	Dodge any direction

*\*Note: A taunt can only refill up to one bar of Oscar's energy.*





## Dance Controls

<b>A</b> Button	Down arrow
<b>B</b> Button	Left arrow
<b>Y</b> Button	Up arrow
<b>X</b> Button	Right arrow
<b>↑</b> on the + <b>Control Pad</b>	Up arrow
<b>↓</b> on the + <b>Control Pad</b>	Down arrow
<b>→</b> on the + <b>Control Pad</b>	Right arrow
<b>←</b> on the + <b>Control Pad</b>	Left arrow
<b>↑, ↓, ←, →</b> on the + <b>Control Pad</b> + <b>Y, A, X, B</b> Button	Double arrow (left arrow and right arrow, for example)
<b>START/PAUSE</b>	Pause. Once paused, you can access the Options menu, see Oscar's fame ranking and much more!



## Locations

### The Brownstones

This is Oscar's neighborhood. Oscar knows his way around this area pretty well, but that doesn't mean he'll have an easy time here.



### Warehouse District

The Warehouse District is located in the deepest end of Reef City. Some slimy fish hang out down here, so Oscar may want to keep a low profile in this neighborhood.



### The Sewers

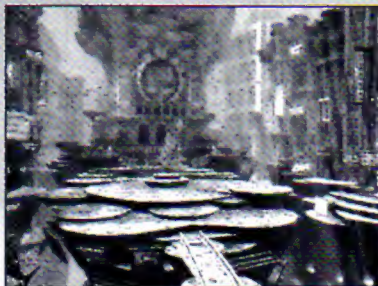
The sewers lie below Reef City and are a great place to go when Oscar needs to keep a low profile. The fish that live down here are mostly scavengers.





## Upper Reef City

The big city where nearly everything takes place.



## Shipwreck

The shipwreck is only a short distance from Reef City. It's home to the sharks and other mean and nasty fish. Be careful!



## The Whale Wash

Sykes' Whale Wash, where you get a whale of a wash, and the price, oh my gosh! Oscar works here, but he never seems to get very much done.



## Clams



Clams are the currency of Reef City. Throughout your adventure, you'll have the opportunity to earn clams to unlock special items from the Extras menu. Clams are earned by collecting and

swimming around pearls, placing high in races, scoring in dance mode and completing the mission objectives displayed at the beginning of each chapter. Be sure to collect as many clams as you can find!

*Note: The number of clams displayed on the Extras menu represents the total number of clams earned in every game saved on the Memory Card in Memory Card slot A, and may not match the total number of clams in your current game depending on how many Extras you've unlocked.*

## Fame Chart

Oscar's ultimate goal is to become the most famous fish in Reef City. To increase Oscar's fame, be sure to complete as many level objectives as possible and collect as many clams as you can. Your newfound fame gives you access to special features from the Extras menu. To view your current fame ranking and see how many more clams remain until your next level, pause the game action and select the Fame Chart in the Pause menu.





## Characters



### Oscar

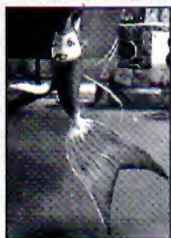
Oscar is a fast-talking little fish, who's been able to finagle his way out of trouble—until now. After taking credit for being a hero, Oscar starts living the good life. But if he can't live up to his reputation, he knows the tide will turn against him.



### Sykes

Sykes is a puffer fish who's full of hot air. He owns the Whale Wash where Oscar works, but also floats a few business deals on the side. When Oscar strikes it big, Sykes

seizes the opportunity to make a few extra clams and takes Oscar under his fin.



### Angie

Angie is a beautiful angelfish who harbors a secret crush on Oscar. She was the only one who believed in Oscar when he was a nobody, but she can't help but be disappointed when he plays the hero to the hilt. Angie is truly the angel on Oscar's shoulder, making him do the right thing in spite of himself.



### Lola

Lola is a sensuous dragon fish who uses all her feminine wiles to get what she wants—and what she wants is the reef's newest hero: Oscar. A true femme fatale, Lola may prove fatal to Oscar when she gets her hooks into him.



### Frankie

Frankie is Lino's oldest son, a hot-tempered, cold-blooded great white shark. A loyal son, Frankie does his best to help his brother Lenny become the killer shark he was born to be. Unfortunately, Frankie is anchored to old family traditions, which leads to his untimely fate.



### Lenny

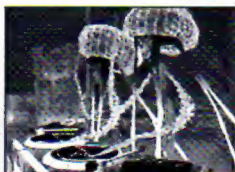
Lenny is the son of Lino, but when it comes to eating his fellow sea creatures, this great white shark has lockjaw. Who ever heard of a great white vegetarian shark?

If Lenny's ever going to earn his father's respect, he's going to have to teach his dad that it's sometimes okay to swim against the current.



### Lino

Lino is a great white shark and the master of the reef. He has big plans for his sons, Lenny and Frankie. When Oscar interferes with those plans, Lino decides to make Oscar the catch of the day.



### Ernie and Bernie

Two Rastafarian Jellyfish, Ernie and Bernie, work for Sykes and take great pleasure in their work. Ernie and Bernie have a stinging sense of humor, and what they try to do to Oscar is truly shocking.





### **Crazy Joe**

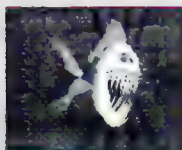
Oscar's hermit crab friend and confidant. He's a little zany, but everybody loves him. He's very helpful and might show up to help Oscar during his adventure.



### **Police Dolphins**

Always on the lookout for anything "fishy," Police Dolphins are on the beat to protect and serve Reef City's neighborhoods.

## **Anemones**



### **Piranha Fish**

These fish look adorable at first with their big puppy dog eyes. When they open their mouths, it's a different story altogether. Keep your eye on these guys...



### **Angler Fish**

A deep sea fish with sharp teeth and its own built-in light. Stick to the shadows when the angler comes around.



### **Guard Fish**

Mean-looking fish usually prowling around with a piranha. If they spot you with the flashlight, prepare to get chomped!



### **Angry Puffer Fish**

These puffers seem to have a grudge against Oscar and can be very dangerous. When they puff up, stay away! Those spikes hurt!



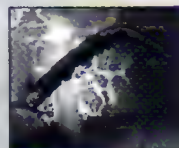
### **Jellyfish**

Jellyfish linger in some of the seedier neighborhoods of Reef City. They typically float around and seem pretty relaxed, but don't get too close. They pack a mean sting!



### **Crabs**

These stingy creatures are highly defensive of their clams. Dash over or under when they jump to evade their claws. Proceed with caution.



### **Electric Eels**

Super-slinky meanies with "electrifying" personalities. The eels are attracted to Oscar's wit and charm.



### **Sea Urchins**

These spiky little creatures can't move too fast, but can sting Oscar anyway if he runs into them. Ouch!



### **Street Oyster**

The pearl at the center of the oyster is awfully tempting, but beware of the snapping-shell action.



## Credits

### EDGE OF REALITY

#### CEO/Technical

**Director,**  
Rob Cohen

#### Vice President

Mike Panoff

#### President

Binu Philip

#### Art Director

Alan Johnson

#### Creative Director

Richard Ham

#### Project Manager

Bill Kim

#### Associate Project

**Manager**  
Scott Barnes

#### Lead Programmer

Jason Yenawine

#### Programmers

Michael Agustin  
Dave Barrett  
Evan Bell  
Dave Bellhorn  
Lonnie Fink  
Dan Higdon  
Ben Jackson  
Mark Kreidler  
Jake Meakin  
Tom Steinke

#### Lead Designer

Thomas Coles

#### Designers

Jonathan Delange  
Justin Leingang  
Quentin Ramsey  
Joe Shely

#### Lead Scripter

Rich Santiano

#### Scripters

Johnny Chu  
Jonathan Hoof  
Emanuel Masciarelli  
Homero Sanchez  
Chris Suson  
Ike Ton  
Shawn Wingler

#### Lead Artist

Billy Sullivan

#### Lead Environment

##### Artist

Paul Haskins

#### Lead Character Artist

Mike Sneath

#### Lead Animator

Danny Matson

#### Artists

Dave Bunn  
José Cepeda  
Kelly Goodine  
Karl Holbert  
Chad Hanchak  
Joe Lee  
Russell Lingo  
Jamey Moulton  
Jason Moulton  
Tom Papadatos  
Derek Robinette  
Lacy Sawyer  
Jake Spence  
Shane Tarrant  
Brad Taylor  
Geoff Taylor

#### Audio Designer

Stan Neuvo

#### Cinematics Manager

Mike Bispeck

#### Development Tester

Scott Lippman

#### Special Thanks

Our families  
Janice Penoff  
Bill Campbell  
Fred Mizac  
Todd Mosier  
Eli Pulsifer  
Amanda Rubright  
Ryan Tracy

## DREAMWORKS ANIMATION

Doug Cooper  
Camille Eden  
Paul Elliott  
Seth Engstrom  
Anne Globe  
Brad Globe  
Lennell Jones  
Amy Krider  
Sam Mishlap  
John Moore  
Meaghan Nix  
Sunny Park  
Rick Rekedal  
Karen Roberts  
Dave Soren  
Stacy Stuart  
Mark Swift

## ACTIVISION

#### Production

**President,**  
**Activision Publishing**  
Kathy Vrabec

#### VP, North

**American Studio**  
Laird Malamed

#### Executive Producer

Chris Hewish

#### Producer

Steven Rosenthal

#### Associate Producer

Ken Fox

#### Localization Producer

Patrick Dwyer

#### Production

##### Coordinator

Daniel Firestone

#### Production Tester

Vanessa Schlais

#### Quality

##### Assurance/

##### Customer Support

#### Project Lead

Nicholas E. Weaver

#### Senior Project Lead

Jason Potter

#### QA Manager

Tim Vanlaw

#### TEST TEAM

##### Floor Lead

David Lara  
Sasan Helmi  
Alex Ortiz

#### Database Manager

Charles Moore

#### Testers

Ryan Dragon  
David Abbit  
William Bowen  
Sean Foreman  
Stefan Taylor  
Steffen Phelps  
Diego Lozano  
Simon Song  
Dave Hernandez  
Josh Martin

Daniel Lee

Trevor McCarthy

Alan Cooper

Jeremiah Wainright

Chris Nicassio

Matt Wynia

Tim Toledo

Ananda Icken

Gabriel Galaz

Glenn Cristobal

#### Manager, Technical

##### Requirements Group

Marilena Rixford

#### Sr. Lead, Technical

##### Requirements Group

Sión Rodriguez y Gibson

#### Testers, Technical

##### Requirements Group

Aaron Camacho

Robert Lara

Marc Villanueva

#### Sr. Manager,

##### Customer Support

Bob McPherson

#### Customer Support

##### Leads

Gary Bolduc -  
Phone Support  
Michael Hill -  
E-mail Support

#### CS/QA

##### Special Thanks

Jim Summers  
Jason Wong  
Joe Favazza  
Adam Hartsfield  
Jason Levine  
Nadine Theuzillot  
Ed Clune  
Indra Yee  
Joule Middleton

Todd Komesu

Willie Bolton

Chad Siedhoff

Jennifer Vitiello

Nick Favazza

Mike Rixford

Tyler Rivers

Mystee Yiffer

Robert A. Weaver

George Thalwitzer

Michelle Marshall

Nicole Brodahl

Billy Whaley

Charis Patton

Liseth De La Torre-Lara

Jeremy Shortell

Joseph Prado

Lucious Taylor

Jennifer Masetti

Audrey Zornizer

## Marketing and PR

#### Vice President, Global

##### Brand Management

Lisa Gaudio

#### Director, Global

##### Brand Management

Rachel Silverstein

#### Global

##### Brand Manager

Deanna Natzke

#### Associate

##### Brand Manager

Michelle Turk

#### Manager, Corporate

##### Communications

Lisa Fields

#### Publicist

Kate Mitchum



### **Legal**

Greg Deutsch  
Jay Komar  
Phil Terzian  
Mike Larson  
Danielle Kim

### **Music Department**

**Worldwide Executive  
of Music**  
Tim Riley

**Music Supervisor and  
Licensing Coordinator**  
Brandon Young

### **Creative Services**

**VP, Creative Services  
& Operations**  
Denise Walsh

**Director,  
Creative Services**  
Matt Steinner

**Creative Services  
Manager**  
Jill Barry

**Manual Layout  
& Design**  
Ignited Minds

**Packaging Design**  
Hamagami/Carroll, Inc.

### **International**

**Senior Vice President**  
Scott Dodkins

**UK General Manager**  
Roger Walkden

**Marketing Director**  
Alison Turner

**Senior Brand  
Manager**  
Alison Mitchell

**Brand Manager**  
Nerys Lukes

**Head of Publishing  
Services**  
Nathalie Ranson

**Creative Services  
Manager**  
Jackie Sutton

**Creative Services  
Coordinator**  
Philip Bagnall

**European Operations  
Manager**  
Heather Clarke

**Production Planners**  
Victoria Fisher  
Lynne Moss

### **Special Thanks**

Shawn Capistrano  
Steffanie Bullis  
Stacy Sooter  
Chris Archer  
Brian Clarke  
Juan Valdes  
Suzy Luko  
Cecilia Barajas  
Ben DeGuzman  
Brian Pass  
Jay Gordon  
Marc Turndorf  
Matt Morton  
Kelly Byrd  
Robert Berger  
Anne Leuschen  
Jeremy Grapher  
April Paradise  
Patrick Gilmore  
Jason Kim  
Lalie Fisher  
Aaron Gray  
Mike Kurdziel

### **Additional Scriptwriting Services**

David Freeman

### **Sound**

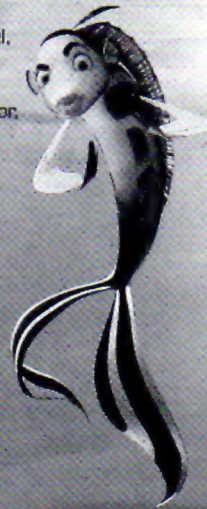
**Casting and  
Voice Direction**  
Margaret Tang  
Womb Music

### **Recording/ Engineering/Editing/ Voiceover Effects Design**

Rik W. Schaffer  
Womb Music

### **VOICEOVERS**

Phil La Marr ..... Oscar, Additional Tenant Fish  
Melissa Disney ..... Angie, Shorty #1, Additional Tenant Fish  
Old Lady Fish, Groupie Fish #1  
Sean Bishop ..... Sykes, Lenny, Frankie,  
Police Dolphin #1, Additional Tenant Fish  
Nicole Balick ..... Katie Current, Shorty #2, Additional Tenant Fish  
David Smith ..... Crazy Joe, Melvin, Additional Tenant Fish  
Jim Meskimen ..... Lino, Additional Tenant Fish  
Seana Kofoed ..... Lola, Shorty #3, Additional Tenant Fish  
Jeff Coopwood ..... Ernie, Additional Tenant Fish  
Jamil Walker-Smith ..... Bernie, Additional Tenant Fish  
David Soren ..... Philippe Le Cavier, Tony, Repo-Fish,  
Additional Tenant Fish  
Nika Futterman ..... Mrs. Sanchez, Additional Tenant Fish  
Michael Gough ..... Paparazzo Fish, Additional Tenant Fish  
Cam Clarke ..... Eel Boss, Teen Boy Fish, Paper Sales-Fish  
David Sobolov ..... Hammerhead Boss, Sawfish Waiter  
Amber Hood ..... Shorty, Teen Girl Fish, Groupie Fish #2  
Robin Atkin Downes, Shark Diner #2  
Whale Washer #3, Shopkeeper Fish  
Masasa ..... Groupie Fish #3, Mid-Age Lady Fish  
Keith Ferguson ..... Shark Diner #1, Dolphin Cop #2  
Whale Washer #2  
Nick Jameson ..... Old Man Fish, Shark Diner #3  
Quinton Flynn ..... Middle-age Man Fish, News-Truck Fish  
Billy West, Tara Strong, Greg Ellis ..... Additional Tenant Fish  
Dee Baker, Debi Mae West, Mark Swift,  
Andre Sogliuzzo, Erin Fitzgerald, Kat Cressida,  
Grant Albrecht, Michael Bell, Vanessa Marshall,  
Bill Akey, Kimberly Brooks, Kim Mai Guest,  
Leontine Guillard, Bill Harper, Matt Morton,  
James Sie, Margaret Tang, James Arnold Taylor,  
Audrey Wasilewski



DivX™ video provided by Factor  
5 and DivXNetworks.



## **Music**

Original score by  
**Kevin Manthei**  
krmproductions.com

## **Music Credits**

### **"Got To Be Real"**

Performed by Cheryl Lynn  
Courtesy of  
Cheryl Lynn Productions  
Written by Cheryl Lynn,  
David Foster, and David Paich  
Published by Butterfly Gongs Music,  
Cotaba Music, admin by peermusic,  
Ltd. (BMI), and Hudmar publishing.  
(ASCAP) Remixed by Swizz Beatz  
exclusively for DreamWorks'  
*SharkTale* the game

### **"Play That Funky Music White Boy"**

Performed as a cover record of the  
recording originally performed by  
the group Wild Cherry  
© 1976 by BEMA Music Div.  
Of Sweet City Records Inc.  
& RWP Music Remixed by Swizz  
Beatz exclusively for DreamWorks'  
*SharkTale* the game

### **"Carwash"**

#### **("Bassy" Bob Brockman remix)**

Performed by Rose Royce  
Featuring The Waters Family  
Written by Norman Whitfield  
Courtesy of Geffen Records  
under license from  
Universal Music Enterprises  
Published by Universal Duchess  
Music Corporation/  
May Twelfth Music (BMI)

### **"Carwash"**

#### **(Buster Beats remix)**

Performed by Rose Royce  
Featuring The Waters Family  
Written by Norman Whitfield  
Courtesy of Geffen Records  
under license from  
Universal Music Enterprises  
Published by Universal Duchess  
Music Corporation/  
May Twelfth Music (BMI)

### **"Funky Kingston"**

Performed by Toots & the Maytals  
© 1973 Trojan Records, a division  
of Sanctuary Records Group  
Courtesy of Sanctuary  
Records Group  
Published by Blue Mountain  
Music, Ltd.; All Rights  
Administered in North & South  
America by Fairwest Music USA  
(BMI); All Rights for Remainder of  
the world administered by Fairwood  
Music, Ltd. (PRS)

### **"Three Little Birds"**

Performed by Sean Paul  
& Ziggy Marley  
Written by Bob Marley  
Produced by Stephen Marley  
© 1977 Fifty Six Hope Road/  
Odnit Music Limited (ASCAP)  
All Rights Administered in North &  
South America by Fairwood Music  
USA on behalf of Blue Mountain  
Music, Ltd.

### **"I Wanna Touch You"**

Performed by MC Hammer  
Courtesy of Capital Records  
Under License from EMI Film  
& Television Music  
Published by Wkon Music  
Publishing o/b/o  
Bust It Publishing (BMI)  
By Rick James, Alonzo Miller,  
and Kirk Burrell  
© 1990 Jobete Music Corp., Inc.,  
Stone Diamond Music Corp.,  
and Bust It Publishing  
All Rights for Jobete Music Co., Inc.  
Controlled and Administered by  
EMI April Music Inc.  
All Rights for Stone Diamond Music  
Corp. Controlled and Administered  
by EMI Blackwood Music Inc.  
- contains elements of "Super Freak"  
By Rick James and Alonzo Miller  
© 1981 Jobete Music Corp., Inc.  
and Stone Diamond Music Corp..  
All Rights Controlled and  
Administered by EMI April Music  
Inc. and EMI Blackwood Music Inc.  
All Rights Reserved.  
International Copyright Secured.  
Used by Permission.

### **"Bad Boys"**

Performed by Inner Circle  
Courtesy of Atlantic Records  
By Arrangement with Warner  
Strategic Marketing  
Written by Ian Lewis  
©1994 Rock Pop Music, Inc. (BMI)  
All rights administered by Warner-  
Tamerlane Publishing Corp.  
All rights reserved.  
Used by permission.

### **"Summertime"**

Courtesy of Jive Records  
Under license from BMI Film &  
TV Music (Alton Taylor,  
Robert Mickens, George Brown,  
Richard Westfield, Claydes Smith,  
Ronald Bell, Dennis Thomas,  
Robert Bell, Hula Mahone,  
Craig Simpkins, Willard Smith)  
©1981 75% Zomba Enterprises,  
Inc. (ASCAP) o/b/o  
Jazzy Jeff and Fresh Prince  
Publishing (ASCAP), Da Posse's  
Music (BMI) & Willesden Music, Inc.  
(BMI) (Contains samples from  
"Summer Madness" by Alton Taylor,  
Robert Mickens, George Brown,  
Richard Westfield, Claydes Smith,  
Ronald Bell, Dennis Thomas,  
Robert Bell.) Gang Music Ltd. (BMI),  
Second Decade Music Co. (BMI),  
Warner-Tamerlane Publishing Corp.  
(BMI). All rights on behalf of itself,  
Gang Music Ltd., Second Decade  
Music Co. Administered by Warner-  
Tamerlane Publishing Corp.  
All rights reserved.  
Used by permission.

### **"Hey Baby"**

Performed by Mocean Worker  
From the album, Aural &  
Hearty PALMCD 2048-2  
© 2000 Palm Pictures LLC.  
Licensed by Palm Pictures  
Special Markets  
Written by Adam Dornblum  
and Lukasz Gottwald  
Published by Slugwell Music  
(ASCAP) and Kasz Money  
Publishing (ASCAP)



### "Wipe Out"

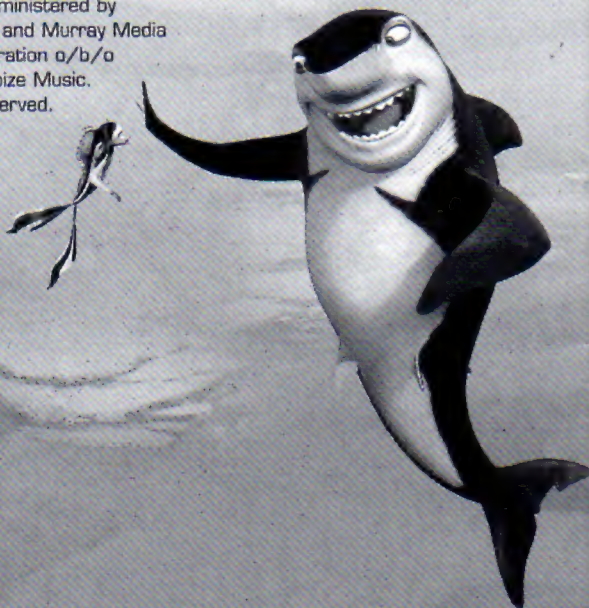
Performed by the Fat Boys  
Courtesy of Island Def Jam  
Music Group under license from  
Universal Music Enterprises  
Written by Robert Berryhill,  
Patrick Connolly, James Fuller,  
Ronald Wilson  
Published by Miraleste Music

### "The Way You Move"

Courtesy of LaFace Records/  
Zomba Label Group. Under license  
from BMG Film & TV Music.  
Written by Antwan Patton,  
Patrick Brown, Carlton Mahone  
Published by Chrysalis Music on  
behalf of itself and Gnat Booty  
Music (ASCAP), (c) 2003 by Songs  
of Windswept Pacific (BMI)  
obo Hitco Music and Carl Mo Music  
(All rights administered by  
Windswept), and Murray Media  
Music Corporation a/b/o  
Organized Noize Music.  
All rights reserved.

### "Raise the Reef"

Performed by Jaime Macias,  
Brian Kessler and Tiffany Smith  
The Holy Mackerel Tabernacle  
Choir: Eric White,  
Vanessa Czworniak,  
Belinda Van Sickle  
Additional backing vocals:  
Mandy Georgi, Laurence Rodman,  
Michael Glasco  
Produced by Brian Kessler  
© 2004 Ignited Minds LLC



## Customer Support

*NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet/E-mail:** <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can e-mail us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

*NOTE: Internet/e-mail support is handled in English only.*

*NOTE: The multiplayer components of Activision games are handled only through Internet/e-mail.*

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision without first contacting Customer Support.** It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at [www.activision.com](http://www.activision.com) so we can enter you in our monthly drawing for a fabulous Activision prize.**



## FLEX YOUR FINS AND FILLET YOUR OPPONENTS...

TAKE YOUR GAME FURTHER 

### DREAMWORKS **Shark Tale** OFFICIAL STRATEGY GUIDE



### with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough of Each Adventure-Packed Mission and locale.
- Strategies for Outracing Your Opponents, Dodging Traffic and Fending Off Great White Sharks.
- Fighting Tactics Including Move Lists and Combos.
- Game Secrets, Puzzle Solutions and Much More!

To purchase BradyGames' *Shark Tale™* Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at [www.bradygames.com](http://www.bradygames.com).

ISBN: 0-7440-0463-2

UPC: 7-52073-00463-7

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK



DreamWorks' *Shark Tale™* © 2004 DreamWorks LLC. Published and distributed by Activision Publishing Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Developed by Know Wonder. PC CD-ROM logo © and TM IEMA 2003. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

#### SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS, BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is loaned, not sold. Your license confers no title or ownership in the Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, icons, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into the Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use as a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product determined to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disk(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, [legal@activision.com](mailto:legal@activision.com).